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PROGRAM DISAS - A COMPUTER PROGRAM TO OBTAIN HARD-COPY  
PLOTS OF AN IMAGE..(U) AERONAUTICAL RESEARCH LABS  
MELBOURNE (AUSTRALIA) R BATEMAN JAN 85 ARL/SYS-TM-78

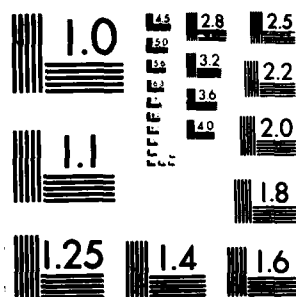
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MELBOURNE, VICTORIA

Systems Technical Memorandum 76

PROGRAM DISAS - A COMPUTER PROGRAM TO OBTAIN  
HARD-COPY PLOTS OF AN IMAGE DISPLAYED ON A  
VECTOR GRAPHICS DEVICE IN A LOCAL-AREA-NETWORK

by

R. BATEMAN

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SUMMARY

Program DIAS is a program which supports the computer graphics facilities of Combat Effectiveness Group at ARL. It operates in a local-area-network incorporating a network of PDP11 minicomputers, a Sanders Graphic-7 vector graphics device and a Versatec electrostatic printer/plotter.

Program DIAS produces hard-copy plots on the Versatec printer/plotter of a selected image displayed on the screen of the SANDERS Graphic-7 vector graphics device.

A listing of the program can be obtained from the Principal Officer of Combat Effectiveness Group.



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## 1. INTRODUCTION

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The program DISAS is one of the programs written to support the computer graphics facilities of Combat Effectiveness Group (C.E.G) at the Aeronautical Research Laboratories.

The system upon which this program operates is a local-area-network running under the STAR-11 operating system. It incorporates a PDP11/35 minicomputer as host and a number of micro-computers as satellites. The satellite that is used by C.E.G is a PDP11/23 running under the RT-11 operating system. It in turn acts as host to a SANDERS Graphic-7 vector graphics device whose processor emulates the instruction set of a PDP11/34 minicomputer. Reference 1 describes the function of the Graphic-7 processor including its programming, data communication and image generation. Reference 2 describes the use of the graphic-7 coordinate converter. The supported hard-copy facility is a Versatec electrostatic printer/plotter Model V80 which runs under control of the PDP11/35 host computer in stand-alone mode.

The software package which controls the display of images on the Graphic-7 screen is called Fortran Support Package(FSP)\* and resides on the PDP/11 microcomputer. The purpose of this package is to convert the image processing instructions from the user's program into graphics instructions which are recognized by the Graphic-7 graphics processor. It then prepares these instructions for transmission to the graphics processor. Reference 3 describes the use of the Fortran Support Package.

The Versatec V80 plotting software package is called Versaplot + and also exists on the PDP11/23. Reference 4 is the user's manual for this software package.

The purpose of the program DISAS is to obtain a hard-copy plot on the Versatec printer/plotter of the image displayed on the Graphic-7 screen. The set of Graphic-7 instructions that generated the displayed image from which the hard-copy plot is to be developed must have been dumped from Graphic-7 memory. This is the input file to the program DISAS and exists on a PDP11/23 disk file with a user-selected name.

\* Fortran Support Package (FSP) is proprietary to Sanders Associates Inc.

+ Versaplot is proprietary to VERSATEC Inc.

## 2. Program DISAS User's Guide

=====

The program DISAS is comprised of the two source modules DISAS1.FOR and DISAS2.MAC. DISAS1.FOR includes the bulk of the program and is written in Fortran while DISAS2.MAC includes the subroutine to identify an instruction word and is written in the assembly language MACRO-11.

To produce the executable file DISAS.EXE follow the compile and link procedure shown in Fig 2.1. Then to run the program type to the monitor prompt RUN DISAS.EXE

The input file to this program consists of machine-code instructions which have been dumped to the PDP11/23 from the Graphic-7 memory. One source of instigation of this dump is from the selection of the appropriate option to the main menu in program COMBAT. For a complete discussion on this aspect see Reference 5. Section 4.1 gives a description of the format of this input data file.

When DISAS is run, the user is prompted for the filename of the input file. This is the only user-interaction required during one run of DISAS.

The assembly language program PASS1.DAT and the Fortran program PASS2.DAT are produced by DISAS. PASS1.DAT is produced by the first phase of the program and is used as input to the second phase which produces the file PASS2.DAT. PASS2.DAT is a Fortran program which incorporates the Versatec plotting commands to produce the hard-copy plot of the required image. It is compiled, linked and run as shown in Fig 2.2.

The files produced by PASS2 are VECTR1.BIN and PARM.BIN. These files are used as input to the program RASM which is the plotting control program supplied with the Versaplot software package. An example of the process to obtain a hard-copy plot using program RASM is shown in Fig 2.3, and an example of the output produced by this process is shown in Fig 2.4.

```
.FORTRAN DISAS1
.MACRO DISAS2
.LINK/EXE:DISAS.EXE DISAS1,DISAS2
```

Fig 2.1 The compile and link procedure to build the executable file DISAS.EXE

```
.ASS LA: VP0:
.ASS LA: LP:
.ASS LA: 6
.FORT PASS2.DAT
.LINK/EXE:VP0 VP0(PASS2,MAPPED,PEPLIB)
.RUN PASS2
```

- where LA is the logical area of the PDP11/23 disk where the appropriate files exist.

Fig 2.2 The compile,link and run sequence of the program PASS2.DAT

- Step 1. Copy the plot files, VECTR1.BIN and PARM.BIN, to a floppy disk which has the plotting control program RASM on it by following the sequence:

```
.COPY PARM.BIN,VECTR1.BIN DLO:
. <BREAK>
@173000G
```

```
.COPY PARM.BIN,VECTR1.BIN FDD:
```

- where FDD is the floppy disk drive chosen

- Step 2. Unload the foreground of the STAR-11 network by following the sequence:

```
.EXIT
^F
^C
^C
^B
UNLOAD F
.ASS FDD: VP0:
.RUN VP0:RASM
```

- where the "^" symbol represents the control key of the keyboard. The required sequence is obtained by holding the control key down while pressing the associated key

Fig 2.3 The sequence to produce a hard copy plot once the plot files are produced on the PDP11/23.



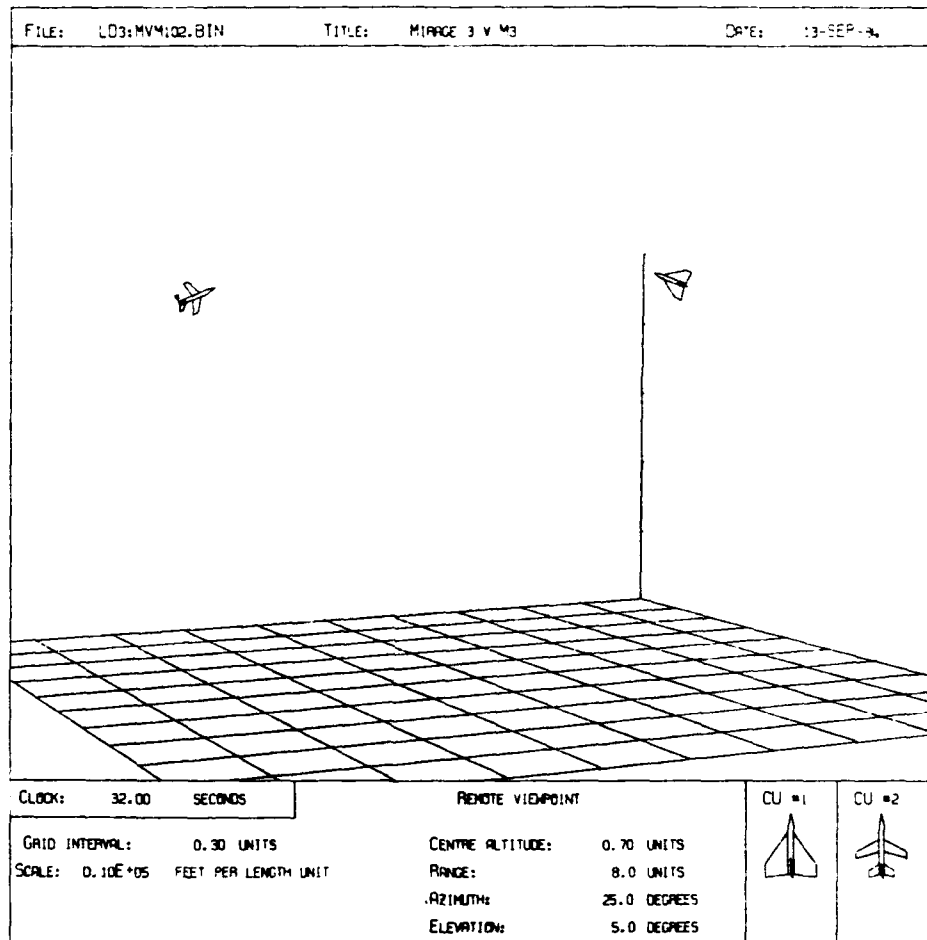


Fig. 2.4(a) Example output by DISAS

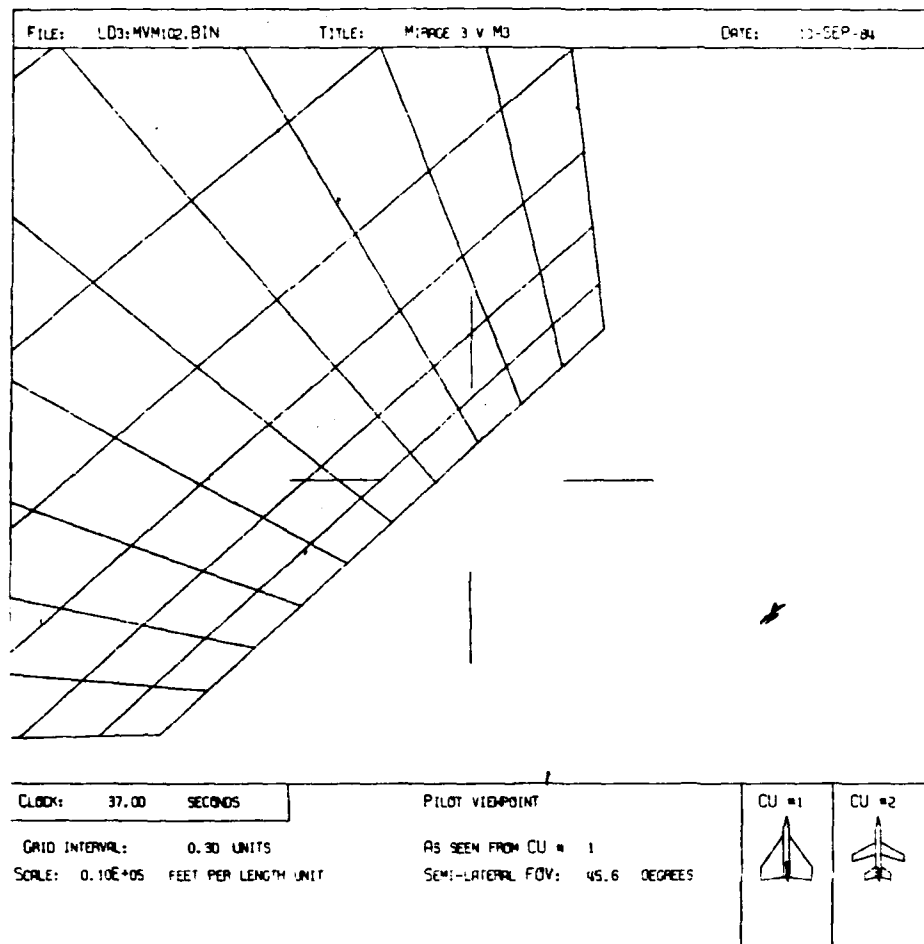


Fig. 2.4(b) Example output by DISAS

### 3. PROGRAM DESCRIPTION and DESIGN

There are two phases to the program DISAS. The first phase produces an assembly language program from the input file of Graphic-7 machine code instructions and produces the file named PASS1.DAT. The second phase uses PASS1.DAT as input and translates the assembly instructions into a Fortran program which utilizes the Versatec plotting primitives. Fig. 3.1 shows an hierarchical structure chart of the program.

There are nineteen Graphic-7 control and display instructions accounted for in program DISAS. Fig 3.2 lists and describes the format of these instructions.

#### 3.1 Phase 1

The user enters the filename of the file of Graphic-7 machine instructions in reply to a prompt. Section 4.1 describes the format of this file. The program reads through the data file and produces an array of Graphic-7 source picture numbers and their start addresses. When this is completed the data file is rewound back to its start. Fig 3.3 shows this process.

The input file is then re-read, one line of 10 words at a time until a block of 100 words is read or the end-of-picture is detected. Each word of this block is identified and its op-code and argument/s are disassembled and output to the file PASS1.DAT as appropriate. The start of each picture is recognized and a label is written to the file PASS1.DAT. If the word was recognized as a CALL SUBROUTINE instruction then the next word is the start address of the destination picture. A search is made through the array of picture numbers and start addresses for a match for this address. The associated picture number is the destination picture. Fig 3.4 gives a description of this sequence.

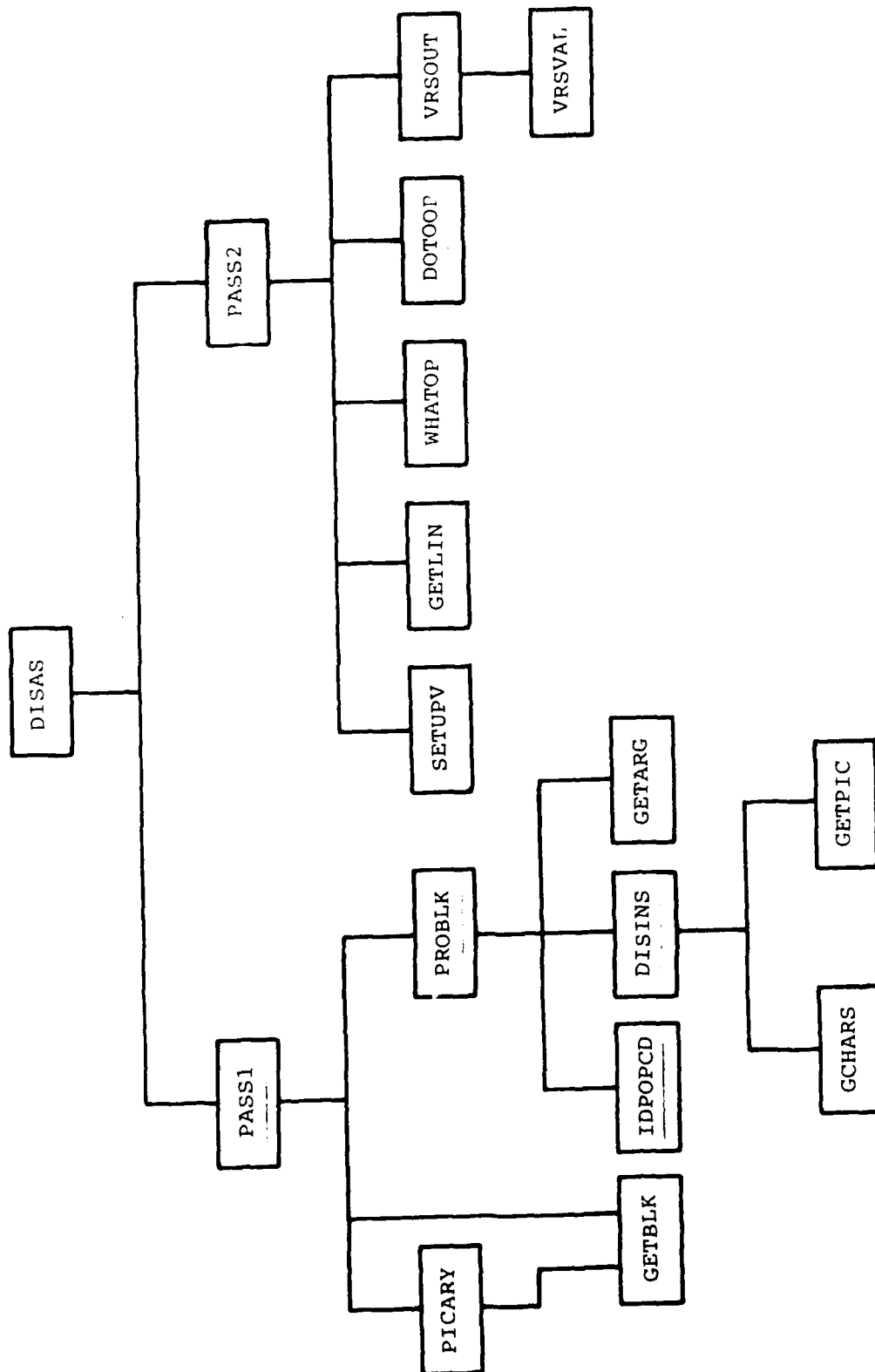


Fig. 3.1 Hierarchical structure chart of DISAS

CALL	0	0	0	0	0	1	0	0	0	1	x	x	x	x	x	Call Subroutine		
	Subroutine Address																	
RTRN	0	0	0	0	0	1	0	0	1	1	x	x	x	x	x	Return		
JMPR/NOOP	0	0	0	0	1	0	1	$\pm$	Jump ammount								Jump Relative/ No Op	
LDDZ	0	0	0	1	0	11 Bits Data											Load Z-axis Register	
LDDP	0	0	0	1	1	11 Bits Data											Load Display Param. Register	
LDXA	0	0	1	0	0	$\pm$	X coordinate										Load X absolute	
LDXR	0	0	1	0	1	$\pm$	X increment										Load DX relative	
DRXA	0	0	1	1	0	$\pm$	X coordinate										Draw X absolute	
DRXR	0	0	1	1	1	$\pm$	X increment										Draw DX relative	
DRYA	0	1	0	0	0	$\pm$	Y coordinate										Draw Y absolute	
DRYR	0	1	0	0	1	$\pm$	Y increment										Draw DY relative	
MVXA	0	1	0	1	0	$\pm$	X coordinate										Move X absolute	
MVXR	0	1	0	1	1	$\pm$	X increment										Move DX relative	
MVYA	0	1	1	0	0	$\pm$	Y coordinate										Move Y absolute	
MVYR	0	1	1	0	1	$\pm$	Y increment										Move DY relative	
PPLR	1	1	$\pm$	5 Bits Y					0	0	$\pm$	5 Bits X					Point Plot relative	
LDTI	1	1	0	0	0	0	0	0	0	1	Increment						Load Text Increment register	
TEXT	1	2nd ASCII					1	1st ASCII										Draw two text characters
CHAR	1	0	0	1	1	1	B	1	1	ASCII char							Draw single text character	

Fig. 3.2 Graphic-7 control and display instructions incorporated in DISAS

```

DO UNTIL END-OF-FILE
  READ PICTURE NUMBER AND ITS START ADDRESS
  LOAD THESE VALUES INTO ARRAY

  DO UNTIL END-OF-PICTURE
    SKIP OVER LINES OF DATA
  END DO

END DO
REWIND FILE BACK TO START

```

Fig 3.3 Pseudo code of operation to build up array of picture numbers and start addresses.

```

DO UNTIL END-OF-FILE
  READ picture number and Write this label to PASS1.DAT

  DO UNTIL END-OF-PICTURE

    DO UNTIL 100 words read in or END-OF-PICTURE
      READ line of 10 words and append to ARRAY(1)
      SEARCH through these 10 words for RETURN instruction
      IF FOUND THEN END-OF-PICTURE
    END DO

    DO FOR ALL words in this block
      IDENTIFY its op-code
      DISSASSEMBLE arguments as appropriate
      OUTPUT disassembled instruction to PASS1.DAT
    END DO

  END DO

END DO

CLOSE INPUT FILE

```

Fig 3.4 Pseudo code for disassembler process of phase 1

### 3.2 Phase 2

---

The file of assembled instructions, PASS1.DAT is reopened as READONLY.

The first action of Phase 2 is to write Fortran code to the MAIN section of PASS2.DAT which will initialize the Versatec plotter and enable an eight inch box to be drawn on the hard copy plot to represent the Graphic-7 screen. Then Fortran code to call Picture 1 is written to the MAIN section because all Graphic-7 control by FSP is determined from Picture 1.

Three small Fortran subroutines are written to PASS2.DAT to enable relative move and draw instructions and symbols to be plotted. These are called VRELM, VRELD and VSYMB respectively. See Fig 3.5 for a listing of these subroutines.

This second phase reads each line of the file in turn, identifying the op-code and isolating the argument/s as appropriate. Some instructions require that the succeeding line be processed in order to complete the disassembly process. The assembly instruction is disassembled into an equivalent Fortran-compatible Versatec plotting command and then output to the file PASS2.DAT. PASS2.DAT is in the format of a Fortran program. Fig 3.6 shows the sequence of phase 2 of the disassembler process.

```

SUBROUTINE VRELM(IXREL,IYREL)
CALL WHERE(XNOW,YNOW,DFACT)
TOX=XNOW+ ((FLOAT(IXREL)/1023.0)*8.0)
TOY=YNOW+ ((FLOAT(IYREL)/1023.0)*8.0)
CALL PLOT(TOX,TOY,3)
RETURN
END

SUBROUTINE VRELD(IXREL,IYREL)
CALL WHERE(XNOW,YNOW,DFACT)
TOX=XNOW+ ((FLOAT(IXREL)/1023.0)*8.0)
TOY=YNOW+ ((FLOAT(IYREL)/1023.0)*8.0)
CALL PLOT(TOX,TOY,2)
RETURN
END

```

Fig 3.5 a. Listing of the subroutines VRELM and VRELD

```

SUBROUTINE VSymb(HT,ITEXT,ROT,NC)
CALL WHERE(XPOS,YPOS,DFACT)
CALL SYMBOL(XPOS,YPOS,HT,ITEXT,ROT,NC)
IF(ROT.GT.80.0)YPOS=YPOS+(HT*0.8)
IF(ROT.LT.10.0)XPOS=XPOS+(HT*0.8)
CALL PLOT(XPOS,YPOS,3)
RETURN
END

```

Fig 3.5 b. Listing of the subroutine VSymb

```

WRITE Fortran code to draw box
WRITE Fortran code to initialize Versatec plotter
WRITE Fortran subroutines to enable move and draw instructions
and symbol plotting

DO UNTIL END-OF-FILE

    DO UNTIL complete Versatec comand built up
        READ line of assembly code from PASS1.DAT
        IDENTIFY this op-code
        EXTRACT argument/s as appropriate
        BUILD UP Versatec plot command
    END DO

    WRITE Versatec plot command to PASS2.DAT

END DO

```

Fig 3.6 Pseudocode describing the second phase of the dissassembler



#### 4. FILE FORMATS

=====

There are two files produced by DISAS and one file required as input. The produced files are called PASS1.DAT and PASS2.DAT while the input file name is user defined.

##### 4.1 Input File

-----

This file consists of the dump of the instructions from the Graphic-7 memory which generated the image seen on the Graphic-7 screen at the selected time.

The file is organized into segments where each segment represents one Fortran Support Package picture. The picture number and its start address are included at the start of the segment as a title line.

The data within each segment is in the format of 10 octal words per line with the RTRN instruction (octal 2300) being the final word in the segment. Fig 4.1 is an example of the input file.

##### 4.2 PASS1.DAT

-----

PASS1.DAT is the file produced by the first phase of DISAS. It is in the format of a Graphic-7 assembly language program. It has labels representing picture or subroutine start locations and instructions consisting of a four-character op-code and octal argument/s as applicable. Fig 4.2 shows an example of such a file.

##### 4.3 PASS2.DAT

-----

This is the resultant Fortran program which will generate the hard-copy plots on the Versatec plotter. It contains the subroutines VRELM and VRELD which allow the utilization of relative move and draw instructions and the subroutine VSymb to allow character symbols to be drawn on the Versatec plotter.

The Graphic-7 instructions are now represented by Fortran statements utilizing the equivalent Versaplot plotting primitives. Fig 4.3 shows an example segment of the file PASS2.DAT.

```

Picture 1 - Start address 3258
16200 13707 2:00 4070 2100 4400 2100 4710 2100 6660
2100 7170 2:00 15370 2100 21310 2100 23260 2100 23570
2100 24100 2:00 24410 2300

Picture 2 - Start address 4070
23000 60726 20777 40726 14011 140117 23021 60740 164706 162754
120272 23526 60740 164724 166364 135345 20423 60740 160704 162764
120272 20550 60740 130261 151655 150305 134255 100264 20000 60000
140000 23000 63266 20777 43266 23470 63266 23470 43216 23000
43216 14011 140117 23014 63235 166307 161757 135353 23312 63235
162763 167743 162356 120363 20454 63266 20454 43000 20620 63000
20620 43266 20500 63235 152703 121640 120261 20644 63235 152703
121640 120262 2300

Picture 3 - Start address 4400
14011 140117 2341 60740 142314 135263 153315 130715 131260 141256
147311 23665 60740 164715 160762 162747 131640 173240 146640 120263
120240 100240 100200 14010 140112 23265 63115 162746 172345 170240
171345 166240 167345 172347 120350 167365 172351 23122 63115 127260
130261 125705 132660 2300

Picture 4 - Start address 4710
14011 140117 23754 63235 162722 167755 162764 173240 162751 170367
164757 172356 14010 140112 23716 63153 162703 172356 162762 160640
172354 172351 162365 135345 20276 63153 167365 172351 120363 23716
63115 160722 163756 135345 20276 63115 167365 172351 120363 23716
63057 175301 166751 172365 135350 20276 63057 162744 171347 162745
120363 23716 63021 166305 173345 172341 167751 135356 20276 63021
162744 171347 162745 120363 2100 5220 2300

Picture 5 - Start address 5220
14010 140112 20202 63153 130240 133656 100260 20202 63115 120240
127270 100262 20202 63057 120240 127260 100260 20202 63021 120240
127260 100260 2300

Picture 6 - Start address 5530
14011 140117 23716 63235 164720 167754 120364 164766 173745 167760
167351 120364 14010 140112 23716 63153 171701 171640 162745 120356
171346 166757 141640 120325 120243 23716 63115 162723 164755 166255
172341 171345 166341 143240 153317 120272 20276 63115 162744 171347
162745 120363 2100 6040 2100 6350 2300

Picture 7 - Start address 6040
2300

Picture 8 - Start address 6350
20000 60310 20000 40144 20000 63634 20300 43470 23470 60000
23634 42000 2044 60000 20310 40000 2300

Picture 9 - Start address 6660
14010 140112 23021 63153 171307 162351 164540 172356 171345 160766
135354 23374 63153 167365 172351 120363 23007 63115 161723 166341
135345 2300

Picture 10 - Start address 7170
14010 140112 23300 63153 130240 131656 100260 2300

```

Fig. 4.1 Example of the input file to DISAS



```

PROGRAM PASS2
CALL PLOTS(0.0,0)
CALL PLOT(0.2,1.0,-3)
CALL PLOT(0.0,0.0,3)
CALL PLOT(0.0,0.0,2)
CALL PLOT(0.0,0.0,2)
CALL PLOT(0.0,0.0,2)
CALL PLOT(0.0,0.0,2)
CALL PIC1
CALL PLOT(0.0,0.0,999)
STOP
END
SUBROUTINE VREL(XREL,YREL)
CALL WHERE(XNOW,YNOW,DFACT)
TOX=XNOW*(1/FLOAT(IXREL)/1023.0)*0.0
TOY=YNOW*(1/FLOAT(IYREL)/1023.0)*0.0
CALL PLOT(TOX,TOY,3)
RETURN
END
SUBROUTINE VREL(XREL,YREL)
CALL WHERE(XNOW,YNOW,DFACT)
TOX=XNOW*(1/FLOAT(IXREL)/1023.0)*0.0
TOY=YNOW*(1/FLOAT(IYREL)/1023.0)*0.0
CALL PLOT(TOX,TOY,2)
RETURN
END
SUBROUTINE VSMB(HT,ITEXT,ROT,NC)
CALL WHERE(XPOS,YPOS,DFACT)
CALL SYMBOL(XPOS,YPOS,HT,ITEXT,ROT,NC)
IF(ROT.GT.80.0)YPOS=YPOS*(HT*0.8)
IF(ROT.LT.10.0)XPOS=XPOS*(HT*0.8)
CALL PLOT(XPOS,YPOS,3)
RETURN
END
SUBROUTINE PIC1
CALL PIC2
CALL PIC3
CALL PIC4
CALL PIC9
CALL PIC10
CALL PIC12
CALL PIC14
CALL PIC17
CALL PIC18
CALL PIC19
CALL PIC20
RETURN
END
SUBROUTINE PIC2
CALL PLOT(-0.004, 7.675, 3)
CALL PLOT( 7.996, 7.675, 2)
CALL PLOT( 0.129, 7.754, 3)
ITEXT = 70
CALL VSMB(0.10,ITEXT, 0.0,1)
ITEXT = 73
CALL VSMB(0.08,ITEXT, 0.0,1)
ITEXT = 76
CALL VSMB(0.08,ITEXT, 0.0,1)
ITEXT = 69
CALL VSMB(0.08,ITEXT, 0.0,1)
ITEXT = 58
CALL VSMB(0.10,ITEXT, 0.0,1)
ITEXT = 32
CALL VSMB(0.10,ITEXT, 0.0,1)
CALL PLOT( 1.576, 1.224, 3)
ITEXT = 83
CALL VSMB(0.08,ITEXT, 0.0,1)
ITEXT = 69
CALL VSMB(0.08,ITEXT, 0.0,1)
ITEXT = 67
CALL VSMB(0.08,ITEXT, 0.0,1)
ITEXT = 79
CALL VSMB(0.08,ITEXT, 0.0,1)
ITEXT = 78
CALL VSMB(0.08,ITEXT, 0.0,1)
ITEXT = 68
CALL VSMB(0.08,ITEXT, 0.0,1)
ITEXT = 83
CALL VSMB(0.08,ITEXT, 0.0,1)
ITEXT = 32
CALL VSMB(0.10,ITEXT, 0.0,1)
CALL PLOT( 6.346, 1.419, 3)
CALL PLOT( 6.346, -0.004, 2)
CALL PLOT( 7.120, -0.004, 3)
CALL PLOT( 7.120, 1.419, 2)
CALL PLOT( 6.502, 1.224, 3)
ITEXT = 67
CALL VSMB(0.10,ITEXT, 0.0,1)
ITEXT = 85
CALL VSMB(0.10,ITEXT, 0.0,1)
ITEXT = 32
CALL VSMB(0.10,ITEXT, 0.0,1)
ITEXT = 35
CALL VSMB(0.10,ITEXT, 0.0,1)
ITEXT = 49
CALL VSMB(0.08,ITEXT, 0.0,1)
ITEXT = 32
CALL VSMB(0.10,ITEXT, 0.0,1)
CALL PLOT( 7.284, 1.224, 3)
ITEXT = 67
CALL VSMB(0.10,ITEXT, 0.0,1)
ITEXT = 85
CALL VSMB(0.10,ITEXT, 0.0,1)
ITEXT = 32
CALL VSMB(0.10,ITEXT, 0.0,1)
ITEXT = 35
CALL VSMB(0.10,ITEXT, 0.0,1)
ITEXT = 50
CALL VSMB(0.08,ITEXT, 0.0,1)
ITEXT = 32
CALL VSMB(0.10,ITEXT, 0.0,1)
RETURN
END

```

Fig. 4.3 Example of the file PASS2.DAT

## 5. SUBROUTINE DESCRIPTION

=====

### 5.01 PROGRAM MAIN

-----

**Purpose:** Prepare the input file and control the flow of execution of the program.

**Method:**

- Accept the filename of input Graphic-7 machine code instructions and open this file as READONLY
- Call subroutine PASS1 to control phase 1 of program
- Call subroutine PASS2 to control phase 2 of program
- Close all open files

**SUBROUTINES CALLED:**  
PASS1, PASS2

**CALLED BY:**  
Nil

### 5.02 SUBROUTINE PASS1

-----

**Purpose:** Control execution of phase 1 of the program.

**Method:**

- Open the output file of phase 1 (PASS1.DAT)
- Call subroutine PICARY to build the array of picture numbers and start addresses
- Read the picture number from the input file and write the appropriate label to PASS1.DAT for each picture
- Call subroutine GETBLK to input a block of data words from the input file.
- Call subroutine PROBLK to process this block

**SUBROUTINES CALLED:**  
PICARY, GETBLK, PROBLK

**CALLED BY:**  
MAIN

### 5.03 SUBROUTINE PICARY

---

Purpose: Load picture numbers and start addresses into the array PICSAD.

METHOD:

- Read picture header line including picture number and start address
- Call subroutine GETBLK to skip over all of this picture.
- Repeat for all pictures in the input file
- Rewind the input file back to its start

SUBROUTINES CALLED:

GETBLK

CALLED BY:

PASS1

### 5.04 SUBROUTINE GETBLK(ARRAY,NWORDS,ENDPIC,EOF)

---

Purpose: Input a block of up to 100 data words from the input file.

Method:

- Read a line of 10 words from the input file.
- If the RTRN instruction, signifying the end of this picture, is found in this line then return to the calling subroutine with the data block read in
- If the RTRN instruction is not found in this line then repeat the process until either a block of 100 words read in or the RTRN instruction is encountered.

SUBROUTINES CALLED:

Nil

CALLED BY:

PASS1

### 5.05 SUBROUTINE PROBLK(ARRAY,NWORDS)

---

Purpose: Control the processing of the data block which was previously read. There are NWORDS in the current data block which is stored in the array ARRAY.

Method:

- Call subroutine IDOPCD to identify the op-code of the current instruction.
- Call subroutine GETARG to separate the argument/s of this instruction.
- Call subroutine DISINS to disassemble and output this instruction.

SUBROUTINES CALLED:

IDOPCD,PROBLK,DISINS

CALLED BY:

PASS1

### 5.06 SUBROUTINE IDOPCD(IWRD,IOP)

---

Purpose: Identify the op-code of the current instruction. This subroutine is written in MACRO 11.

Method:

- Determine if the instruction is one of the op-codes which imply a specific value. These op-codes have no arguments in this data word and are CALL, RTRN and NOOP.
- If not then compare each instruction with the specified range of the remaining op-codes (accounting for the highest and the lowest possible values for its argument/s).
- Assign a value to the variable IOP to represent the matched op-code.
- If no match found then let IOP=0

SUBROUTINES CALLED:

Nil

CALLED BY:

PROBLK

# 5.07 SUBROUTINE GETARG(IWRD,IOP,ARG)

Purpose: Return the value of the argument/s, ARG, for the given instruction in IWRD which has op-code number IOP.

Method:

- If IOP equals 0,1,2,3 or 19 then ARG = 0 (there are no arguments)
- If IOP lies between 4 and 15 inclusive then the instruction is a display instruction. The argument is represented in 2's complement notation and bit 10 is a sign bit.  
 $ARG = IWRD - ((IWRD / "4000") * "4000")$

op code	2's complement argument
---------	-------------------------

- If IOP = 16 then the word is an LDTI instruction .  
 $ARG = IWRD - ((IWRD / "100") * "100")$

1	1	0	0	0	0	0	0	0	1	text increment
---	---	---	---	---	---	---	---	---	---	----------------

- If IOP = 17 then the word is a TEXT instruction. The arguments are two ASCII characters and let the argument ARG equal the whole word.  
 $ARG = IWRD$

1	2nd character	1	1st character
---	---------------	---	---------------

- If IOP = 18 then the word is a CHAR instruction. The argument is one ASCII character.  
 $ARG = IWRD - ((IWRD / "200") * "200")$

1	0	0	1	1	1	B	1	1	character
---	---	---	---	---	---	---	---	---	-----------

SUBROUTINES CALLED:  
Nil

CALLED BY:  
PROBLK



# 5.08 SUBROUTINE DISINS(ARRAY,IW,IWRD,IOP,ARG)

---

Purpose: Write the disassembled instruction to the file PASS1.DAT in the format:

Op-code, Argument/s

Method:

- Set up a text array of op-codes indexed by IOP
- If IOP = 17 then the instruction is the TEXT op-code. Call subroutine GCHARS to separate the two ASCII characters from the instruction word.
- Write the op-code followed by the applicable arguments to the file PASS1.DAT

SUBROUTINES CALLED:  
GCHARS

CALLED BY:  
PROBLK

# 5.09 SUBROUTINE GCHARS(ARG,ICHAR)

---

Purpose: The current word is a TEXT instruction. This subroutine separates the two ASCII characters from the word ARG.

Method:

- Decode the integer word ARG into two bytes.
- Clear bit 7 of each of these two bytes by  
ICHAR(I)=ICHAR(I)-"200"

SUBROUTINES CALLED:  
Nil

CALLED BY:  
DISINS

## 5.10 SUBROUTINE PASS2

---

Purpose: Control phase 2 of the program.

Method:

- Re-open PASS1.DAT as READONLY
- Open the output file PASS2.DAT
- Call subroutine SETUPV to write Fortran code to PASS2.DAT to setup Versatec plotter and enable relative move and draw primitives and symbol plotting.
- Input a line of instructions from PASS1.DAT
- Identify this line and its arguments
- Disassemble this instruction into Fortran code. If the line of Fortran code is complete then write it to PASS2.DAT. Else read the next line from PASS1.DAT and process it.

SUBROUTINES CALLED:

SETUPV, GETLIN, WHATOP, DOTOOP, VRSOUT

CALLED BY:

MAIN

### 5.11 SUBROUTINE SETUPV

---

**Purpose:** Write Fortran code to MAIN section of PASS2.DAT to enable an eight inch box to be drawn on the hard-copy plot and a call to Picture 1. Write Fortran subroutines VRELM and VRELD to MAIN to enable relative move and draw primitives to be executed. Write Fortran subroutine VSYMBL to enable symbols to be plotted on Versatec plotter in selected rotation and size.

**Method:**

- Write Fortran code to draw centred eight inch box
- Write Fortran code to call picture 1. (CALL PIC1)
- Write Fortran subroutine VRELM
- Write Fortran subroutine VRELD
- Write Fortran subroutine VSYMBL

**SUBROUTINES CALLED:**  
TRMPLT

**CALLED BY:**  
PASS2

### 5.12 SUBROUTINE DOTOOP(LINE,IOP)

---

Purpose: Process the op-codes and arguments of the current instruction which was read in from PASS1.DAT

Method:

- LINE is an eighteen character array read in from PASS1.DAT. It contains three fields, each of which may or may not be blank.
  - LINE(1) - LINE(7) is the LABEL field
  - LINE(8) - LINE(11) is the OP-CODE field
  - LINE(12) - LINE(18) is the ARGUMENT field
- The instruction is identified by the value of IOP
- The arguments are decoded from the ARGUMENT field as appropriate

SUBROUTINES CALLED:

Nil

CALLED BY:

PASS2

### 5.13 SUBROUTINE VRSOUT(IOP)

---

Purpose: Write the translated Fortran instruction to PASS2.DAT

Method:

- The instruction and its argument/s have been disassembled by subroutine DOTOOP and are ready for output.
- The instruction is recognized by the value of IOP
- The completed instruction is written to PASS2.DAT

SUBROUTINES CALLED:

Nil

CALLED BY:

PASS2

#### 5.14 SUBROUTINE GETLIN(LINE,EOF)

---

Purpose: Read one line of data from the file PASS1.DAT

Method:

- Read the fields of the current line of PASS1.DAT into the array called LINE which has been declared BYTE LINE(18).
- Set the End-of-File flag TRUE if the end of PASS1.DAT was encountered.

SUBROUTINES CALLED:

Nil

CALLED BY:

PASS2

#### 5.15 SUBROUTINE WHATOP(LINE,IOP)

---

Purpose: Identify the Op-code of the instruction currently in the array LINE.

Method:

- Encode elements 8 to 11 inclusive of LINE onto the real variable OCODE.
- Search through the array OPCODE (which contains a list of all Op-codes) for a match with OCODE.
- Set IOP to the integer matching that identified Op-code.
- If the Op-code is not recognized then determine if this line is a label by searching for a colon in one of the first seven elements of LINE.
- Set IOP = 20 if a label was recognized.
- If neither an Op-code nor a label was recognized then set IOP = 0

SUBROUTINES CALLED:

Nil

CALLED BY:

PASS2

### 5.16 SUBROUTINE TRMPLT

-----

Purpose: Write a line of code to the file PASS2.DAT which will terminate the Versatec printer/plotter.

Method:

- Write the code 'CALL PLOT(0.0,0.0,999)' to the file PASS2.DAT

SUBROUTINES CALLED:

Nil

CALLED BY:

SETUPV

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=====

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16. Abstract  Program DISAS is a program which supports the computer graphics facilities of Combat Effectiveness Group at ARL. It operates in a local-area-network incorporating a network of PDP11 minicomputers, a Sanders Graphic-7 vector graphics device and a Versatec electrostatic printer/plotter. Program DISAS produces hard-copy plots on the Versatec printer/plotter of a selected image displayed on the screen of the SANDERS Graphic-7 vector graphics device. A listing of the program can be obtained from the Principal Officer of Combat Effectiveness Group.			

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